**Area of Learning: Applied Design, Skills, and Technologies —
Art Metal and Jewellery Grade 12**

**BIG IDEAS**

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| **Design for the life cycle** includes consideration of social and **environmental impacts**. |  | Personal design interests require the evaluation and refinement of skills. |  | Tools and **technologies** can be adapted for specific purposes. |

**Learning Standards**

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| **Curricular Competencies** | **Content** |
| *Students are expected to be able to do the following:*Applied DesignUnderstanding context* Engage in a period of **user-centred research** and **empathetic observation** to understand design opportunities

Defining* Establish a point of view for a chosen design opportunity
* Identify potential users, intended impact, and possible unintended negative consequences
* Make decisions about premises and **constraints** that define the design space, and develop criteria for success
* Determine whether activity is collaborative or self-directed

Ideating* Identify, critique, and use a variety of **sources of inspiration**
* Critically analyze how competing social, ethical, and sustainability considerations impact creation and development of solutions
* Generate ideas and enhance others’ ideas to create a range of possibilities, and prioritize the possibilities for prototyping
* Evaluate suitability of possibilities according to success criteria and constraints
* Work with users throughout the design process
 | *Students are expected to know the following:** traditional and modern techniques in jewellery design and creation
* use of **artistic elements** and image design to create emotional response and convey ideas
* concepts related to the creation of art with the primary medium of metal and alloys
* incorporation of **other materials** to enhance the final product
* use, purpose, and traditions of **high-value materials**
* various forms of **casting**
* detail-oriented **welding**
* material selection for specific applications
* application and purpose of **finishes and polishes**
* **carving media** for transfer to metal
* layout and use of materials to minimize waste and conserve material
* uses of **power** and **non-power** tools
* design for the life cycle
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Prototyping* Choose an appropriate form, scale, and level of detail for prototyping, and develop a **plan** that includes key stages and resources
* Analyze the design for the life cycle and evaluate its **impacts**
* Visualize and construct prototypes, making changes to tools, materials, and procedures as needed
* Record **iterations** of prototyping

Testing* Identify and communicate with **sources of feedback**
* Develop an **appropriate test** of the prototype, conduct the test, and collect and compile data
* Evaluate design according to critiques, testing results, and success criteria to make changes

Making* Identify appropriate tools, technologies, materials, processes, cost implications, and time needed
* Create design, incorporating feedback from self, others, and results from testing of the prototypes
* Use materials in ways that minimize waste

Sharing* Decide how and with whom to **share** creativity, or share and promote design and processes
* Share the product with users and critically evaluate its success
* Critically reflect on plans, products and processes, and identify new design goals
* Evaluate new possibilities for plans, products and processes, including how they or others might build on them
 | * ethics of **cultural appropriation** in design process
* future career options and opportunities in metalworking and jewellery creation
* **interpersonal and consultation skills** to interact with clients
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**Learning Standards (continued)**

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| **Curricular Competencies** | **Content** |
| Applied Skills* Apply safety procedures for themselves, co-workers, and users in both physical and digital environments
* Individually or collaboratively identify and assess skills needed for design interests
* Demonstrate competency and proficiency in skills at various levels involving manual dexterity and metalworking and jewellery making techniques
* Develop specific plans to learn or refine identified skills over time

Applied Technologies* Explore existing, new, and emerging tools, technologies, and systems to evaluate suitability for their design interests
* Evaluate impacts, including unintended negative consequences, of choices made about technology use
* Examine and analyze the role that changing technologies play in metalworking and jewellery design contexts
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